Page 9, paragraph 4, which bridges over to page 10, replace it with the following

new paragraph:

The differences in image display at the scene-to-scene boundary regions between moving

mode and fighting mode are now described with reference to Figs. 3-7. Furthermore, Figs. 3, 4,

6 and 7 are scenes before movement, and Fig. 5 depicts a scene after movement. In these

figures, 301 denotes a player character and 302 denotes a non-player character.

IN THE CLAIMS:

Please enter the following amended claims:

1.   (Amended)   A method of displaying, in a video game device, an image of a

player character and images of non-player characters, together with one type of background

image from at least two or more switchable types of background images, comprising the steps of:

predetermining a plurality of operational modes which are assigned to said player

character, and preparing an image corresponding to each operational mode;

displaying an image of the player character corresponding to any one of said plurality of

operational modes and images of said non-player characters, simultaneously with any one of said

background images;

restricting the switching of said background images from the start until the completion of

a predetermined particular operational mode of said plurality of operational modes; and